IN THE CLAIMS:

A status of all the claims of the present Application is presented below:

1. **(Original)** A method for managing state data, comprising:

identifying state data from a response structured using an Internet communications protocol to be delivered to a uniquely identifiable client enabled to communicate using the Internet communications protocol;

associating the state data with the client;

storing the state data in a data storage area remote from the client; and

delivering the response to the client.

2. **(Original)** The method of claim 1, further comprising:

receiving a request structured using the Internet communications protocol from the client;

identifying a client ID of the client;

modifying the request by adding the state data from the data storage area to the request; andsending the modified request to a web server.

3. **(Original)** The method of claim 2, further comprising:

determining whether the client ID is recognized; and

modifying the request by adding the state data from the data storage area to the request if the client ID is recognized.

4. **(Original)** The method of claim 1, wherein the client is a wireless device.

5. **(Original)** The method of claim 4, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.

6. **(Original)** The method of claim 1, wherein the data storage area comprises a database.

7. **(Original)** The method of claim 1, further comprising associating the state data with the client using a database.

8. **(Original)** A system for managing state data within amessage structured using an Internet communications protocol, comprising:

a server coupled to a uniquely identifiable client enabled to communicate using the Internet communications protocol;

a data storage area operatively associated with the server and remote from the client;

an application resident on the server and operable to

identify state data from aresponse structured using the Internet communications protocol to be delivered to the client;

cause the state data to be associated with the client;

cause the state data to be stored in the data storage area; and

cause the response to be delivered to the client.

9. **(Original)** The system of claim 8, wherein the application is further operable to:

receive a request structured using the Internet communications protocol from the client;

identify a client ID of the client;

modify the request by adding the state data from the data storage area to the request; andcause the modified request to be sent to a web server coupled to the server.

10. **(Original)** The system of claim 9, wherein the application is further operable to

determine whether the client ID is recognized; and

modify the request by adding the state data from the data storage area to the request if the client ID is recognized.

11. **(Original)** The system of claim 8, wherein the data storage area comprises a database.

12. **(Original)** The system of claim 8, wherein the application comprises one of a plurality of receivers in the server, the receivers each operable to receive and transfer messages using a unique protocol.

13. **(Original)** The system of claim 8, wherein the application comprises at least one class implemented in the JAVA language.

14. **(Original)** The system of claim 8, wherein the client is a wireless device.

15. **(Original)** The system of claim 14, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.

16. **(Original)** An application for managing state data within a message structured using an Internet communications protocol, comprising:

a computer-readable medium;

application software associatively operable with the computer-readable medium and operable to

identify state data from a response structured using the Internet communications protocol to be delivered to a uniquely identifiable client enabled to communicate using the Internet communications protocol;

cause the state data to be associated with the client;

cause the state data to be stored in a data storage area remote from the client; and

cause the response to be delivered to the client.

17. **(Original)** The application of claim 16, wherein the client is a wireless device.

18. **(Original)** The application of claim 17, wherein the client utilizes one of the protocols from the group consisting of a wireless application protocol and a HyperText Transfer protocol.

19. **(Original)** The application of claim 16, wherein the application software is further operable to

receive a request structured using the Internet communications protocol from the client;

identify a client ID of the client;

modify the request by adding the state data from the data storage area to the request; andcause the modified request to be sent to a web server coupled to the server.

20. **(Original)** The application of claim 19, wherein the application software is further operable to

determine whether the client ID is recognized; and

modify the request by adding the state data from the data storage area to the request if the client ID is recognized.

21. **(Original)** The application of claim 16, wherein the application software is further operable to associate the state data with the client using a database.

22. **(Original)** The application of claim 16, wherein the data storage area comprises a database.

23. **(Original)** The application of claim 16, wherein the application software comprises one of a plurality of receivers in the server, the receivers each operable to receive and transfer messages using a unique protocol.